

ABSTRACT OF THE DISCLOSURE

A computer system and method are provided for mapping of texture images. This may include
5 a memory device to store a plurality of texture coordinates associated with vertices of three
dimensional objects and a graphics device coupled to the memory device to process internal texture
coordinates. A mapping system may appropriately route select ones of the plurality of texture
coordinates from the memory device to the graphics device. The texture images may be mapped onto
objects that, when rendered, include the image that may later be displayed on a display device.